

Abstract

[067] A system and method for halftoning for multi-pass rendering of an image in which different pixel locations are rendered in each pass which reduces the effects of inter-pass mis-registration errors. The method of halftoning includes restricting a substantial majority of the pixels turned on to render a tone to the minimum number of passes required to produce the tone. The halftoning method can include generating a stochastic halftone turn-on sequence and re-ordering the turn-on sequence. The halftoning method can also use error diffusion, adding a zero mean bias signal to either the image input pixels or the threshold values. The halftoning method is applicable to color or black and white rendering.